MANUAL

THE BARD'S TALE

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ELECTRONIC ARTS

THE BARD'S TALE

The Bard's Tale is the first in a series of Tales of the Unknown set in the city of Skara Brae which is threatened by an evil mage called Mangar

OBJECTIVE

Your most important goal is to find Mangar and "persuade" him to release the once harmonious city from his evil control

Your second goal is to develop characters who are capable of surviving the layers of obstacles mazes and evil henchmen who protect Mangar

Your third goal is to explore the entire world of The Bard's Tale There are numerous goodies puzzles and special places in the city such as the legendary catacombs or the walled off towers

HOW TO CREATE A CHARACTER

1 While in the Adventurer's guild select a race
2 Character attribute numbers are displayed
3 If you are satisfied with the "roll of the dice", choose a character class then name this character If you are not satisfied "re roll the dice"
4 After being named the character will be saved to disc or tape ready to adventure

USING THE PRE BUILT PARTY

For your convenience you will find a pre-built party already waiting for you when you enter the Guild for the first time The party is called "A Team They are even outfitted with weapons and armour

CHARACTERS

RACES There are 7 different races which a character can be

HUMAN: While being of harder stock, this character is nonetheless like you or me.

ELF: The elf is slight of build, though taller than a human and very inclined to magic.

DWARF: Short, stout, very strong and healthy though not too intelligent, they make superb fighters.

HOBBIT: Being nimble and dexterous and smaller than dwarves, they make excellent rouges.

HALF-ELF: Slightly bigger and stronger than an elf, though not as magical, makes half elves good all rounders.

HALF-ORC: Although not as despicable as his orc parent, this large strong goblin like creature, is no beauty.

GNOME: These short tempered creatures are similar to dwarves, though more inclined to magic.

CHARACTER ATTRIBUTES

Each character you create has 5 attributes which define his physical and mental prowess. These attributes are assigned a random value from 1 to 18 (18 being the best). For each race there is a lowest possible number for each attribute and high attribute scores will give characters an edge.

STRENGTH (ST): Affects the amount of damage a character does in hand to hand combat.

INTELLIGENCE (IQ): A high IQ gives Mages bonus spell points.

DEXTERITY (DX): A high DX makes characters harder to hit and helps them strike the first blow in combat.

CONSTITUTION (CN): A very healthy character (i.e. high CN) gets bonus hit points and thus is harder to kill.

LUCK (LK) A lucky character will be more likely to avoid nasty traps evil magic and the like

OTHER CHARACTER STATISTICS

ARMOUR CLASS (AC) Gives the level of protection a character has from physical attack and ranges from 10 (totally unprotected) to -10 (called LO)

HIT POINTS (HITS) Measures how much damage a character can take before he dies

CONDITION (COND) Shows the character's present number of hit points

SPELL POINTS (SpPt) Shows current spell point status A character's maximum spell points are listed in his view character mode

EXPERIENCE POINTS Measures how much experience a character has gained in his profession The higher the number the better the character

GOLD The unit of currency in this world The more you have the better

LEVEL (LV 1) A measure of achievement within a character s class LV 1 is a novice and LV 13 would be a master New levels are awarded by the review board based on a character's experience points and new levels generally mean increased attribute scores, hit points spell points among others

SPELL LEVELS: (e g **MAGI 3**) Shows the highest level spells a character can cast (There are 7 levels of magic spells for each of the 4 mage classes)
A new spell level is awarded every other experience level i e LV t Magician has MAGI 1 at LV 3 he has MAGI 2 until at LV 13 he has MAGI 7 and can go no further

ITEMS: These fall into 10 categories Weapons shields armour helms, gloves musical instruments figurines rings wands and miscellaneous Only 1 item of each type can be equipped at one time

CHARACTER CLASSES.

There are 10 different character classes, but only the first 6 can be selected for a newly generated character.

WARRIOR: Can use nearly every weapon there is and for every for levels of experience after the 1st they get an extra attack in combat.

PALADIN: Fighters sworn to fight evil and to uphold honour and purity they can use most weapons even some that no other fighters can. They get multiple attacks at higher levels and have an increased resistance to evil magic.

ROGUE: A professional thief who can search for traps and disarm them. He is only so so in combat and prefers to hide in shadows.

HUNTER: Can use most weapons and has the unique ability (which grows with experience) to strike a critical hit instantly killing an opponent.

MONK: Trained to fight without weapons of armour is an almost inhuman fighting machine at higher levels.

BARD: Bards were once warriors now turned wandering minstrel although they can still use most weapons, they do not get multiple attacks. Bards have 6 magical tunes which can be long lasting and continue to play even if other songs were played during combat. Or the songs can be abbreviated for use in combat and thus have different effects than the longer versions. These short songs will only last for one round of fighting.
Only one song can be played at a time (by any bard) and if a second is played the first will end. A bard can play as many songs as he has experience levels before his throat becomes dry. Then it's off to a tavern for a drink to rejuvenate his vocal.

CONJURER: Deals in the physical creation of real things like fire, light or healing.

MAGICIAN: Deals with magic as it affects physical objects like enchanting a sword or making armour stronger.

SORCERER: Deals with the creation and manipulation of illusion. This class is unavailable to newly created characters.

WIZARD: Deals with the summoning and control of supernatural creatures from the negative plane. This class is unavailable to newly created characters.

THE COMBAT SYSTEM

The Bard's Tale is a game of fighting, it's the only way to build experience. Fortunately, Mangar and his minions are very evil, so kill them if you can.

At the outset of combat a list of foes is given broken down into the number of foes in each group. The maximum is four groups with 99 monsters per group.

Combat is divided into a series of rounds. At the start of each round, each character decides what action he will undertake, unless of course your party runs away. These options are as follows:

ATTACK FOES: To physically assault foes in the first of second group of monsters.

PARTY ATTACK: Assault another member of the party, including special members.

DEFEND: Do not attack which reduces the chance of being hit.

USE AN ITEM: uses an item held in the character's inventory and currently equipped.

BARD SONG: Bards can play a short song to aid the party during this combat.

CAST A SPELL: The spell code must be entered and a target identified.

HIDE IN SHADOWS: A rouge can try to avoid combat altogether by hiding.

The first 3 characters in your party can be attacked physically by monsters and can attack back. The last 3 can only be struck by magic and can only attack back with magic. The first 2 groups of monsters are the only monsters who can attack or be attacked physically.

The most dexterous characters or monsters usually make the first strike but luck, character level and character class also affect this.

At the end of a combat round, dead monsters are removed and dead characters are shuffled to the back of your party. Treasure and experience points are split equally among the battle's survivors once all your foes are defeated.

SPECIAL MEMBERS

The **special slot** (marked S) is for monsters who can join your party either by introducing themselves to the party or by being created/summoned by magic. Specials cannot be controlled, but they will fight for you until killed (or disbelieved if an illusion).

PLACES

Use your map to guide you around Skara Brae.

UNMARKED BUILDINGS
Most buildings are unmarked, but some of them are inhabited by evil creatures. So kick in a few doors and find them.
When you exit a building, it will be directly behind you.

THE ADVENTURER'S GUILD
The Guild is where all adventures begin and where you form a party.

GARTH'S EQUIPMENT SHOPPE
Is where characters can buy sell or identify items and pool all the gold to buy expensive items Unique items found in dungeons remain in Garth s inventory only until they are sold unlike other items of which he has an unlimited supply

THE REVIEW BOARD
Upon your request in person. the board will determine whether that character has enough experience points for advancement to higher levels The Board teaches new spells to mages who qualify for higher spell levels but charges for this training
You will have to do a bit of exploring to find the Review Board and its closed at night

TAVERNS
These are the Bard's favourite place for gossip and refreshment There's even a tavern named after him

ROSCOE S ENERGY EMPORIUM
If you need your spell points in a hurry see Roscoe But be prepared for electrifyingly high fees

TEMPLES
Temples are divine places of complete healing and resurrection but only at a price

DUNGEON DELVING
Dungeon refers to any indoor labyrinth from towers to catacombs with a varied number of levels for each You can go up or down to levels via stairways portals and teleportation

Stairways are not visible from a distance unlike portals (which are holes in the floor or ceiling) You will not fall through a portal by standing on it, you must command a character to do so If he jumps down a portal he will take damage unless he is using a teleportation spell The only way to go up through a portal is by levitation

The locations of dungeon entrances are well kept secrets but there are plenty of hints in Skara Brae

THE MAGIC SYSTEM

Magic is power, though it is not always necessary or wise to rely on magic because magic is by no means foolproof. There are some places where magic never functions, and some monsters who are highly resistant to spells.

If your party has wandered into an anti-magic Zone, all **residual spells**, except light spells, are cancelled.

Residual spells keep working for more than just an instant and most cause a graphic symbol to appear on the screen to keep the player aware that the duration has yet to expire.

All spells have a point cost and the mage casting them expends some of his internal energy. This energy is replenished in direct sunlight and may be regenerated at Roscoe's Energy Emporium or in special regeneration zones.

To cast a spell, type in the 4 letter code which is a rough abbreviation of the spell name.

There are magical items hidden in the dungeons and carried by the monsters of *The Bard's Tale* and the most powerful are secreted in the most challenging dungeons and are guarded by ferocious monsters. When you win one, you should be very proud.

CHANGING CLASS

Mages who have attained at least the third level in one mage class, may then change to another. If a mage changes class, his experience points are reset to zero, but he retains all his hit points, spell points and magic knowledge. He can no longer progress in the old mage class nor may he rejoin it.

A mage can become a Conjurer, Magician or Sorcerer as a second class and he can become anything as a third class. A mage who has knowledge of all 7 spell levels in all four classes is called an Archmage. The most powerful being in the world of *The Bard's Tale*.

BARD SONGS

1. FALKENTYNE'S FURY
Increases the damage your party will do in combat.

2. THE SEEKER'S BALLAD
Produces light when exploring.
Increases the party's chance of hitting a foe with a weapon during combat.

3. WAYLAND'S WATCH
Calms your foes, making them do less damage in combat.

4. BADH'R KILNFEST
Heals the Bard's wounds while traveling.
Heals the party's wounds during combat.

5. THE TRAVELLER'S TUNE
Makes the party more dexterous thus more difficult to hit.

6. LUCKLARAN
Sets up a partial anti-magic field, giving the party better protection against spells.

CONJURER SPELLS

Level 1: **MAFL 2 VIEW MEDIUM**
MAGE FLAME - A small, mobile "torch" will appear and float above the spell caster as he travels.

ARFI 3 1 Foe ---
ARC FIRE - A fan of blue flames jets from the caster's fingers doing 1-4 hits of damage, times the caster's level, to a selected opponent.

SOSH 3 SELF COMBAT
SORCERER SHIELD - The mage is protected by an invisible "shield" turning aside many blows that would otherwise hit him.

TRZP 2 30' ---
TRAP ZAP - Disarms any trap, including traps on chests, within 30 feet, in the direction the mage is facing.

LEVEL 2

FRFO 3 GROUP COMBAT
FREEZE FOES - Binds your enemies in magical force slowing them down and making them easier to hit

MACO 3 --- MEDIUM
KIEL'S MAGIC COMPASS - A compass of shimmering magelight appears above the party and shows the direction they face

BASK 4 CHAR COMBAT
BATTLESKILL - Increases one of your party member's skill with weapons increasing the accuracy and ferocity of his attacks

WOHL 4 CHAR ---
WORD OF HEALING - With the utterance of a single word the mage cures a party member of minor wounds healing 2-8 points of damage

LEVEL 3

MAST 5 GROUP ---
ARCYNE'S MAGESTAR - A bright flare ignites in front of a group of your enemies temporarily blinding them and causing them to miss the next combat round

LERE 5 VIEW LONG
LESSER REVELATION - An extended "Mage Flame" spell that also reveals secret doors

LEVI 4 PARTY SHORT
LEVITATION - Partially nullifies gravity causing the party to float over traps or up or down through portals

WAST 5 GROUP ---
WARSTRIKE - A spray of energy springs from the mage's extended finger sizzling a group of opponents for 4-16 hits of damage

LEVEL 4: **INWO 6 SPECIAL ---**
ELIK'S INSTANT WOLF - Summons a gigant extremely fierce wolf to join your party

FLRE 6 CHAR ---
FLESH RESTORE - This powerful healing spell restores 6-24 hit points to a party member and cures poisoning and insanity

POST 6 FOE ---
POISON STRIKE - Hurls sharp needles from the mage's finger into a selected monster poisoning it

LEVEL 5: **GRRE 7 VIEW LONG**
GREATER REVELATION - functions like Lesser Revelation only it illuminates a wider area

WROV 7 CHAR COMBAT
WRATH OF VALHALLA - Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat
SHSP 7 GROUP ---
SHOCK-SPHERE - A large globe of intense electrical energy envelops a group of enemies doing 8-32 hits of damage

LEVEL 6: **INOG 9 SPECIAL ---**
ELIK'S INSTANT OGRE - Materializes the biggest meanest ogre you've ever met to ally with your party

MALE 8 PARTY INDEF
MAJOR LEVITATION - Levitates the party like the level 3 spell but its effects last until dispelled

LEVEL 7: **FLAN 12 PARTY ---**
FLESH ANEW - Operates like Flesh Restore but effects *every* member of the party

APAR 15 PARTY ---
APPORT ARCANE - Allows the party to teleport anywhere within a dungeon except for places protected by teleportation shields

MAGICIAN SPELLS

LEVEL 1 **VOPL 3 CHAR COMBAT**
VORPAL PLATING - Causes the weapon (or hands) of a party member to emit a magic field that inflicts 2-8 points of additional damage

AIAR 3 SELF COMBAT
AIR ARMOUR - Makes the air around the mage bind itself into a weightless suit of armour

STLI 2 VIEW SHORT
SABHAR S STEELIGHT - Causes all metal near the party to glow with a magical light illuminating the surrounding area

SCSI 2 PARTY ---
SCRY SIGHT - Reveals to the mage his location in a dungeon

LEVEL 2 HOWA 4 1 FOE ---
HOLY WATER Holy water sprays from the mage's fingers doing 6-24 points of damage to any undead foe

WIST 5 1 FOE ---
WITHER STRIKE Causes a selected foe to be turned old reducing his ability to attack and defend in combat

MAGA 5 CHAR COMBAT
MAGE GAUNTLETS The hands (or weapon) of a party member more deadly adding 4-16 points of damage to every wound he inflicts

AREN 5 30' SHORT
AREA ENCHANT Causes the dungeon walls within 30 feet of a stairway to call out if the party is headed toward the stairs

LEVEL 3 MYSH 6 PARTY MEDIUM
YBARRA'S MYSTIC SHIELD The air in front of the party forms a shield, as hard as metal, which precedes the party as they move

OGST 6 CHAR COMBAT
OSCON'S OGRESTRENGTH Gives a selected party member the massive strength of an ogre

MIMI 7 PARTY COMBAT
MITHRIL MIGHT Every member of the party has their armour's natural strength magically enhanced

STFL 6 GROUP ---
STARFLARE - Ignites the air around a group of enemies searing them for 6-24 damage points

LEVEL 4: SPTO 8 1 FOE ---
SPECTRE TOUCH - Drains a single enemy of 12-48 points of damage like a touch from death itself

DRBR 7 GROUP ---
DRAGON BREATH - The mage breaths magical fire at a group of foes inflicting 8-32 points of damage to each

STSI 7 VIEW MEDIUM
SABHAR'S STONELIGHT SPELL - All stone and earth within range of the party glows with magical light revealing even secret doors

LEVEL 5: ANMA 8 PARTY COMBAT
ANTI-MAGIC - Causes the ground to absorb a portion of the spells cast at the party. Often allowing the party to escape unharmed. Also aids in disbelieving illusions and in turning back magical fire like a dragons breath

ANSW 8 SPEC COMBAT
AKER'S ANIMATED SWORD - A magical sword will appear and fight like a summoned monster in defense of the party

STTO 8 1 FOE ---
STONE TOUCH - Usually turns a foe to stone, or a stone monster from living stone to dead stone

LEVEL 6: PHDO 9 1 WALL 1 MOVE
PHASE DOOR - turns almost any wall to air for one move

YMCA 10 PARTY INDEF
YBARRA'S MYSTICAL COAT OF ARMOUR - works like "Air Armour" but covers all party members and lasts indefinitely

LEVEL 7: REST 12 PARTY ---
RESTORATION - regenerates the bodies of every party member to perfect condition, even curing poisoning or insanity

DEST 14 1 FOE ---
DEATH STRIKE very likely to instantly kill one selected enemy

SORCERER SPELLS

LEVEL 1: **MIJA 3 1 FOE ---**
MANGAR'S MIND JAB - Casts a concentrated blast of energy at one opponent doing 2-8 hits of damage for each experience level of the mage

PHBL 2 PARTY COMBAT
PHASE BLUR - Causes the whole party to waver and blur in the sight of the enemy making your party difficult to strike

LOTR 2 30' SHORT
LOCATE TRAPS - In a state of magically heightened awareness the mage will be able to sense a trap within 30 feet if he faces it

HYIM 3 GROUP ---
HYPNOTIC IMAGE Makes a group of enemies miss the following combat round

LEVEL 2

DISB 4 PARTY ---
DISBELIEVE reveals the true nature of ant attacking illusion, causing it to vanish.

TADU 4 SPEC COMBAT
TARGET DUMMY - A magical illusion appears in the party's special slot. Unable to attack, it draws enemy attacks.

MIFI 4 1 FOE ---
MANGAR'S MIND FIST - A more powerful form of "Mind Jab" doing 3-12 hits of damage times the mage's level

FEAR 4 GROUP COMBAT
WORD OF FEAR - Causes a group of your enemies to quake in fear, reducing their ability to attack and do damage

LEVEL 3

WIWO 5 SPEC ---
WIND WOLF - Creates an illusionary wolf to join the party. The wolf will fight until defeated or disbelieved

VANI 6 SELF COMBAT
KYLEARAN'S VANISHING SPELL - Turns the mage nearly invisible in the eyes of his enemies, who will have great difficulty in striking him

SESI 6 30' MEDIUM
SECOND SIGHT - The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones and other unusual occurrences

CURS 5 GROUP COMBAT
CURSE Causes a group of your enemies to be cursed, lessening their morale and their ability to hit and damage you

LEVEL 4: **CAEY 7 VIEW INDEF**
CAT EYES - The mage's party will all receive perfect night vision lasting indefinitely

WIWA 6 SPEC ---
WIND WARRIOR - An illusionary battle ready warrior joins your party

INVI 7 PARTY COMBAT
KYLEARAN'S INVISIBILITY SPELL - Performs a vanishing spell on the entire party

LEVEL 5: **WIOG 7 PARTY ---**
WIND OGRE - An illusionary ogre joins your party

DIIL 8 PARTY COMBAT
DISRUPT ILLUSION - Destroys any illusions fighting the party and prevents new ones appearing. It will also point out any doppelgangers in the party

MIBL 8 ALL FOES ---
MANGAR'S MIND BLADE - An explosion of energy which inflicts 10-40 hits of damage to every opposing foe

LEVEL 6: **WIDR 10 SPEC ---**
WIND DRAGON - An illusionary red dragon joins your party

MIWP 9 CHAR ---
MIND WARP - Drives a member of your party totally insane. Useful for possessions

LEVEL 7: **WIGI 12 SPEC ---**
WIND GIANT - An illusionary storm giant joins your party

SOSI 11 30' INDEF
SORCERER SIGHT - Operates like the Second Sight spell but lasts indefinitely

WIZARD SPELLS

LEVEL 1 **SUDE** 6 **SPEC** ---
SUMMON DEAD - Gates in a zombie or skeleton to fight for the party

REDE 4 **GROUP** ---
REPEL DEAD - Will inflict 16-80 points of damage to a group of undead monsters

LEVEL 2 **LESU** 8 **SPEC** ---
LESSER SUMMONING - Gates in a lower elemental or demon who will, under protest, join the party

DEBA 8 1 **FOE** ---
DEMON BANE - Inflicts 32-128 points of damage to one demon

LEVEL 3: **SUPH 10 SPEC ---**
SUMMON PHANTOM - Gates in a medium level undead creature into the party
DISP 10 CHAR ---
DISPOSSESS - Makes a possessed party member return to his normal state

LEVEL 4: **PRSU 12 SPEC ---**
PRIME SUMMONING - Gates in a medium level elemental or demon into the party

ANDE 11 CHAR ---
ANIMATE DEAD - reanimates a dead character with undead strength making him attack your enemies as if truly alive

LEVEL 5: **SPBI 14 1 FOE ---**
BAYLOR'S SPELL BIND - Usually possesses the mind of any enemy forcing it to join the party and fight for it

DMST 14 GROUP ---
DEMON STRIKE - Works like Demon Bane but affects an entire group of demons

LEVEL 6: **SPSP 15 SPEC ---**
SPELL SPRITE - Gates in a high level undead creature into the party

BEDE 18 CHAR ---
BEYOND DEATH - restores life and one hit point to a dead character

LEVEL 7: **GRSU 22 SPEC ---**
GREATER SUMMONING - Gates in a greater demon and binds him to the party

ITEMS

Torch	For light in Dungeons
Lamp	Longer duration than torch
Broadsword	Most damaging non magic sword
Short Sword	A lighter sword
Dagger	Usable by all, not too effective
War Axe	A heavy damaging weapon
Halberd	The most damaging non-magic weapon
Mace	Most powerful weapon for a Rouge
Staff	A simple cudgel
Buckler	Small round shield
Tower Shield	A large shield
Leather Armour	The lightest armour
Chain	Light mesh armour
Scale	Medium weight armour
Plate	The strongest non-magical armour
Robes	Will dull old knives!
Helm	Saves the head being caved in
Leather gloves	Some protection for the hands
Gauntlets	Metal gloves
Mandolin	Musical instruments for Bards only
Harp & Flute	

Item Abbreviations

FGN = Figurine, a magical statue which can come to life
MTHR = Mithril, an elven metal with magical qualities
ADMT = Adamant, another magical metal
DMND = Diamond, the hardest substance known to elf

TIPS FROM THE UNDERGROUND

* Each of the 16 mazes is set up on a 22 by 22 grid
* Explore every square as there are plenty of specials
* Explore the sewers, Catacombs and Castle in that order! You should be 9th level before entering the catacombs
* Night time is especially nasty. Rookies stay indoors!
* Minimize damage by killing off all but one monster in either of the first two attacking groups
* Fill the special slot and take some heat off the party
* Monsters will usually attack your most vulnerable characters first unless one of the party represents a significant threat
* Attributes of 17 and 18 can make a big difference to a character's abilities
* Develop a Sorcerer Wizard and Archmage fast
* Beware the Doppelganger. It enters your party and looks just like one of your members
* Make sure some of the party carry less than 8 sight items otherwise you will be unable to pick up any new magical items in the dungeons
* There are no cursed items. And the more it costs the better it works (usually)
* Locate traps second sight and sorcerer sight all identify traps within 30 feet. Trapzap disarms all traps within 30 feet
* Cast a long lasting bard spell before entering a tavern. It's like getting a free spell

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